COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Warrior (Shardbearer)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
3	15	2

HEALTH MAXIMUM	CURRENT	DEFLECT
13		2

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	14	3

FOCUS MAXIMUM	CURRENT
5	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	13	1

INVESTITURE MAXIMUM	CURRENT

2	AGILITY (SPD)	○○○○○
5	ATHLETICS (STR)	●●○○○
5	HEAVY WEAPONRY (STR)	●●○○○
2	LIGHT WEAPONRY (SPD)	○○○○○
2	STEALTH (SPD)	○○○○○
2	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

1	CRAFTING (INT)	○○○○○
1	DEDUCTION (INT)	○○○○○
3	DISCIPLINE (WIL)	○○○○○
3	INTIMIDATION (WIL)	○○○○○
1	LORE (INT)	○○○○○
1	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

1	DECEPTION (PRE)	○○○○○
2	INSIGHT (AWA)	○○○○○
1	LEADERSHIP (PRE)	○○○○○
3	PERCEPTION (AWA)	●○○○○
1	PERSUASION (PRE)	○○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
500 lb.	25 ft.	1d8	10 ft.

CONDITIONS & INJURIES

EXPERTISES

[Cultural] Alethi, Veden: You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

[Weapon] Greatsword: You can benefit from this weapon's expert traits (included).

WEAPONS

Greatsword - Melee, Two-Handed
+5 vs. Physical (1d10 + 5 keen damage)
◆ *Deadly: ◈ on a hit, cause an injury*

Crossbow - Ranged [100/400], Two-Handed
+5 vs. Physical (1d8 + 5 keen damage)
◆ *Loaded [1]: Holds 1 shot; fully reload as ►*

TALENTS

VIGILANT STANCE (►)
While in this stance, reduce the focus cost of your Dodge and Reactive Strike reactions by 1, and you can enter a different stance you know as ▹. You can only be in one stance at a time.

STONESTANCE (►)
While in this stance, increase your Deflect value by 1, and it costs enemies within your melee weapon's reach an additional ► to attack one of your allies who isn't in Stonestance.

STORMLIGHT™ CAMPAIGN SETTING

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AWARENESS	DEFENSE	PRESENCE
2	13	1

CHARACTER APPEARANCE

OTHER TALENTS & ABILITIES

ARMOR & EQUIPMENT

Alethi Uniform - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*
Chain armor (Deflect 2) - *Cumbersome [3]: If your Strength is lower than 3, wearing this armor makes you Slowed and gives you a disadvantage on all Speed tests*

Greatsword
Crossbow

Military Kit
- Backpack
- Common clothes
- Waterskin
- Whetstone
- Blanket
- 10 days' worth of food rations
- Flint and steel: ► *to light substantial fuel within reach.*

MARKS 8

PURPOSE

OBSTACLE

GOALS

_____ ○○○
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NOTES

In Alethkar, martial skill is seen as requisite for leadership, and many Shardplate-clad brightlords take to the arena or battlefield to demonstrate their potency and crush their foes. Some specialize in duels, where Shards are often wagered on the outcome—a prize especially tempting for a **duelist** who relies on borrowed Shardplate. A victorious duel yields vast riches and acclaim, whether for the winner or the highprince they serve.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Perception and 1 rank in Intimidation (increasing the modifiers by 1)
- The Mighty talent

CONNECTIONS